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STAR WARS™

THE OFFICIAL STARSHIPS & VEHICLES COLLECTION

21

DARTH MAUL'S SITH SPEEDER

Assassin's stealth bike

Battle in Theed hangar

Sith Lord Darth Bane

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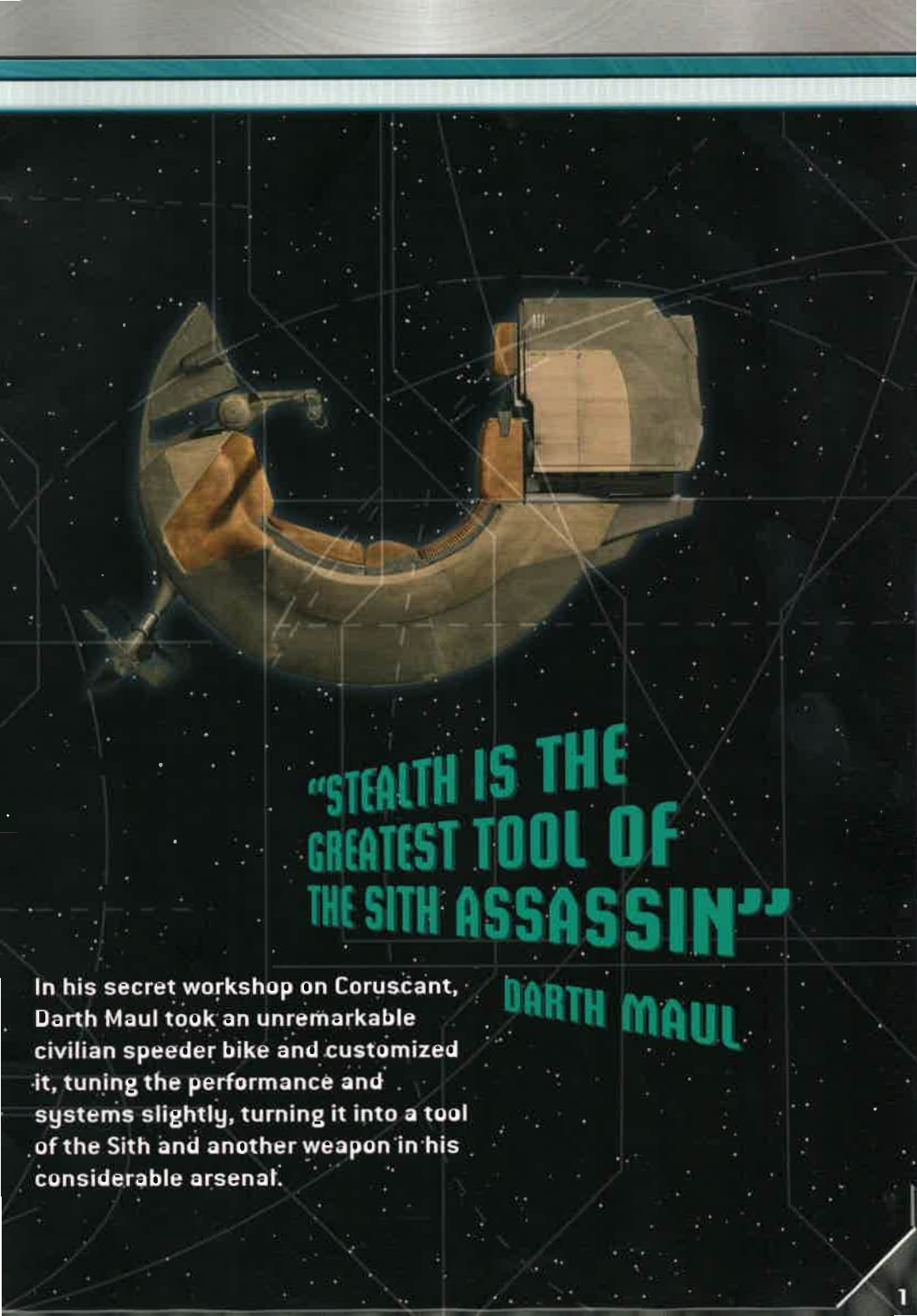
STAR WARS



"STEALTH IS THE GREATEST TOOL OF THE SITH ASSASSIN"

DARTH MAUL

In his secret workshop on Coruscant, Darth Maul took an unremarkable civilian speeder bike and customized it, tuning the performance and systems slightly, turning it into a tool of the Sith and another weapon in his considerable arsenal.

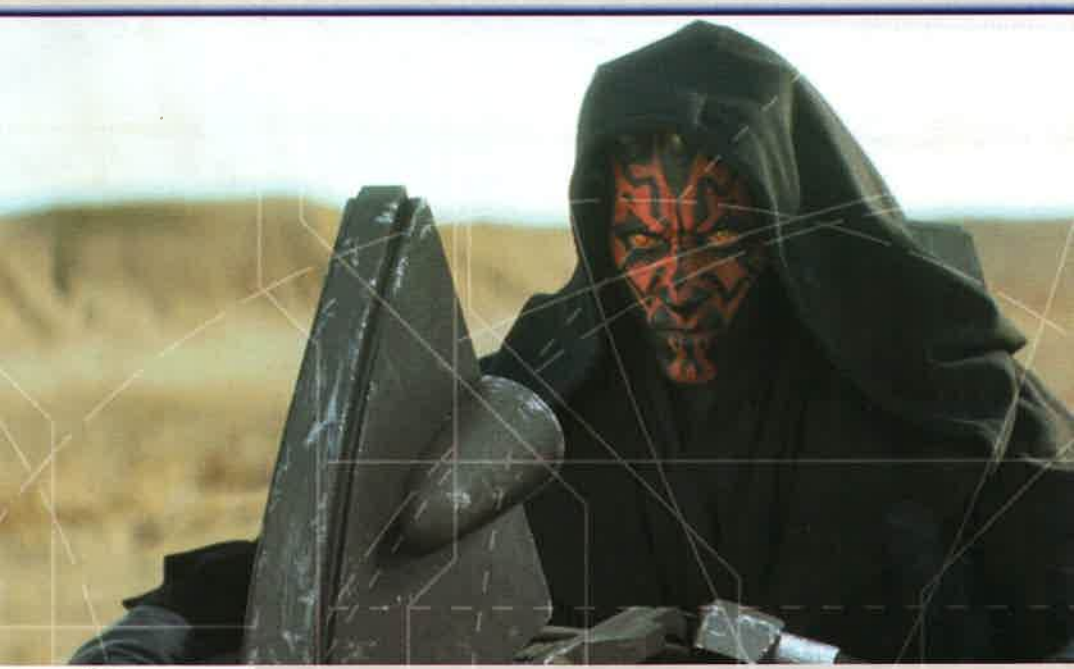
THE LEGEND OF
DARTH MAUL'S SITH SPEEDER

The weapons of the Sith were many and varied. Sometimes, even the most innocent object or piece of equipment was twisted and warped to serve the Dark Lord of the Sith and his apprentice. So it was that a simple, unremarkable Razalon FC-20 speeder bike became Darth Maul's Sith speeder, the *Bloodfin*.

Razalon, a relatively small manufacturer, was known for short runs of unusual repulsorlift craft, primarily speeder bikes. Always on the look out for a design that would achieve breakthrough popularity, Razalon mainly built bikes for niche markets or to fill particular criteria.

The Mod Market

The FC-20, a crescent-shaped bike with a low centre of gravity, was a compact speeder controlled with a simple handlebar. Agile, if not particularly fast by the standards of the time, its simplicity meant that the FC-20 could quickly be modified to suit varying pilot physiologies. The modular propulsion unit could be tweaked, partially upgraded or replaced entirely.



Marketed without shields, sensors or weapons, any such device could easily be fitted to the shell of the vehicle. In short, the FC-20 was aimed at the entry-level market and those speeder bike jocks who liked to heavily personalise their craft. The standard power cells gave the bike a quite limited range without a recharge. However, the engines were well baffled, so the FC-20 ran very quietly.

One Careful, Deadly Owner

The FC-20 was a failure, and very few were produced. However, one ended up in the hands of Darth Maul, purchased through surreptitious means by his master, Darth Sidious. While the young racers that Razalon had hoped to target had shunned the bike because of its lack of offensively loud engine, the silent running suited the Sith assassin. Maul added additional noise baffling, and tuned the engines to perfection to further ensure his speeder bike would be hard to hear as it approached a target.

As Sith assassins had always preferred stealth and the Force over technology, Maul did not add weapons, shields or sensors to his bike. He did add a remote control system, allowing him to pilot it from up to eight kilometres away. The auto-pilot system also allowed Maul to guide the speeder using the Force, so long as he could see it. The Sith warrior left the bike's auto-brake feature intact. This was because he used the curved shape of the seat to his advantage, rocking the bike forward to propel himself into the air and into battle.

What's In A Name?

Darth Maul called his speeder bike the *Bloodfin*, after a deadly aquatic predator he'd fought with on Bastion. It too was tenacious, fast and a vicious fighter – a more appropriate name is hard to imagine.

TATOOINE AMBUSH!

SITH SHOWDOWN

When Jedi Knight Qui-Gon Jinn and his Padawan Obi-Wan Kenobi rescued Queen Amidala of the Naboo, they escaped the blockade of Amidala's homeworld. Determined not to lose her, Sith Lord Darth Sidious sent his apprentice, Darth Maul, to track the Queen's ship. Darth Maul tracked the fugitives to Tatooine.

A desert world in the Outer Rim territories, Tatooine was controlled by the Hutts. As a result, Darth Maul didn't need to use his starship's many stealth abilities. So many ships were coming and going that no one asked any questions. Maul simply landed his ship in the desert between two likely settlements and began his search.

Three Dark Eyes

From the hold of the Sith Infiltrator *Scimitar*, three Dark Eye probe droids came at their master's bidding. Darth Maul sent them to cover the streets of Mos Espa, choked with pod race fans come to see the famous Boonta Eve Classic. The Sith assassin knew his droids would have a hard time, but he could be patient. Once the Pod race was over, one of the probes detected the voice patterns of Qui-Gon Jinn and tracked him, only to be destroyed with a sweep of the Jedi's lightsaber. However, one of the other Dark Eye droids relayed the information to Maul.

"If the trace was correct, I will find them quickly, Master."

Darth Maul

Bite Of The *Bloodfin*

Darth Maul raced to intercept his prey on *Bloodfin*. Tracking Qui-Gon from afar, he spotted the Jedi and a human boy walking back to the Naboo starship. Masking his presence in the Force, and using the *Bloodfin*'s silent speed, Maul had intended to crush the boy with his speeder to distract the Jedi.

Qui-Gon turned just in time, warning the boy to drop. Maul's plan was partially undone but surprise was still on the side of the Sith, and Darth Maul leapt from his speeder and began a fierce lightsaber assault on Master Jinn. Unfortunately for Maul, the boy scuttled back to the ship and it was able to draw close and allow the Jedi to leap aboard and escape. Still, Darth Maul was patient – he would get another chance, soon.

DARTH MAUL

SITH APPRENTICE, JEDI KILLER

Darth Maul's appearance on Tatooine and his killing of Qui-Gon Jinn struck the Jedi Order a hammer blow, despite his subsequent death at the hands of Obi-Wan Kenobi. Though Darth Maul lived only a short time, his influence was a lasting one. It was terrifyingly clear that the Sith were back.

After his death, the Jedi Council guessed that Maul was an Iridonian Zabrak and Jedi Master Eeth Koth, himself a Zabrak, conducted an investigation into Maul's origin. The search drew a blank. In fact, Darth Maul had been born on Iridonia, but was taken from his homeworld by Darth Sidious when he was very young. There was no background, no family history for the Jedi to uncover.

Brutalised

For the boy who had been selected to be a Sith apprentice, life was almost unbearable. Fear, compassion, innocent fun – all were cruelly punished by the Sith Lord. Anger, aggression and hatred were rewarded by further tests and training. The dark side of the Force was woven around the boy much as the Sith tattoos he wore from early adolescence, utterly indoctrinating him, twisting his view of the galaxy. So complete was his absorption by the dark side that the Iridonian youth even saw Sidious as a father figure. The destruction of that feeling, that last vestige of normality, would be the final step to the ascension of the young Zabrak to becoming Darth Maul, a fully fledged Sith.

Always Two There Are...

Darth Sidious sent his young apprentice to a distant world to deal with a pit-fighter, Silus, who was able to use the dark side of the Force. Sidious had told Silus he could replace his apprentice if he killed him, and the huge Drovian showed the Zabrak the message. Confusion nearly cost the young man his life, but his anger allowed him to destroy Silus. Sidious then told his apprentice the 'betrayal' had been just a test.

His Given Name

In the Jedi Order, a Padawan had to face the Trials before becoming a Jedi Knight. Failure was rarely final, with candidates returning to try again in the future. For a Sith

PROFILE

Darth Maul
Homeworld
Iridonia
Height
1.75 metres
Species
Zabrak
Affiliation
Sith

Darth Maul was able to focus his anger and greatly boost his dark side Force powers.

apprentice, things were harder. When he deemed his apprentice ready, Darth Sidious took him to a distant planet on the fringes of the Outer Rim and abandoned him there. Innumerable assassin droids were let loose, their orders to terminate the young Zabrak.

After a month had passed, Darth Sidious came back and challenged his harried apprentice to a duel. Sidious won with ease, saying how glad he was that he had been training a replacement for his failed student. Knowing his death was at hand, an impossible fury filled the Zabrak apprentice. He leapt at his former master, biting into his hand and spitting the blood in Sidious' face. Falling, exhausted, he waited for death as the Sith Lord struck at him with a harmless training lightsaber. The bitter act of hatred, of wishing to see his master dead and being willing to kill him was a mark of success. The final test had been passed, and Lord Sidious named his apprentice Sith Lord Darth Maul.

Darth Maul Unleashed

Darth Sidious wasted no time, moving Maul to Coruscant for the first time. Eager to go up against the Jedi, Maul had to be satisfied instead with other missions. The Black Sun criminal cartel had become too powerful, and Sidious wanted it crippled. Maul killed the leader, Alexi Garyn, and his vigos – the lieutenants who ran the cartel. For this

"This is my apprentice Darth Maul." Darth Sidious

Making Maul

Lucasfilm artist Iain McCaig tried various masked and helmeted concepts in an effort to create a Vader-like Sith menace. Finally, he adapted an idea that he had already tried for a senator with a tattooed face, creating the distinctive and fearsome look of Darth Maul.

mission, Maul was given the Sith Infiltrator *Scimitar*. He chose to fly the cloaked ship over the Jedi Temple, and while unseen, his invisible presence unsettled even Master Qui-Gon Jinn.

On the eve of the Trade Federation blockade of Naboo, a vital part of Lord Sidious' master plan, Darth Maul was sent to kill a Neimoidian official who was attempting to sell information on the blockade. Maul was able to engage and destroy Jedi Master Anoon Bondara and his Padawan Darsha Assant during his mission. Importantly, his identity and the presence of the Sith remained a secret.

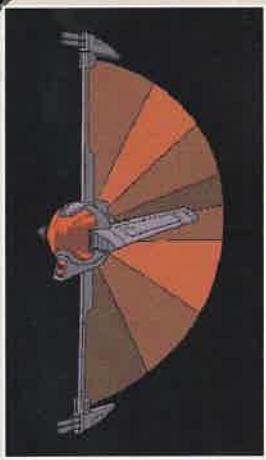
Revenge Of The Sith

The blockade and subsequent invasion of Naboo marked the beginning of the final phase of Darth Sidious' plan to assume control of the galaxy. When the Trade Federation was unable to prevent Queen Amidala of the Naboo from escaping her world, Darth Maul was sent to track her crippled spacecraft. He found it on Tatooine, and there duelled with Jedi Master Qui-Gon Jinn. Though Jinn escaped, Maul was content that he had the measure of the man. On Naboo, Darth Maul again battled Jinn, this time with his Padawan Obi-Wan Kenobi. Splitting them up, Maul was able to best Qui-Gon. However, he toyed with Obi-Wan instead of killing him quickly. As a result, it was Maul who was killed, bringing an end to the short, violent reign of the Sith Lord.

FANBLADE

ASAJJ VENTRESS' AGILE GEONOSIAN GINIVEX-CLASS STARFIGHTER

Count Dooku, a connoisseur of exotic alien craft, was given a Punworcca 116-class interstellar sloop by the Geonosians, and added a solar sail. Impressed by the result, he commissioned six unique starfighters from the Huppla Pasa Tisc Shipwrights' Collective. The result was the distinctive Fanblade starfighter.



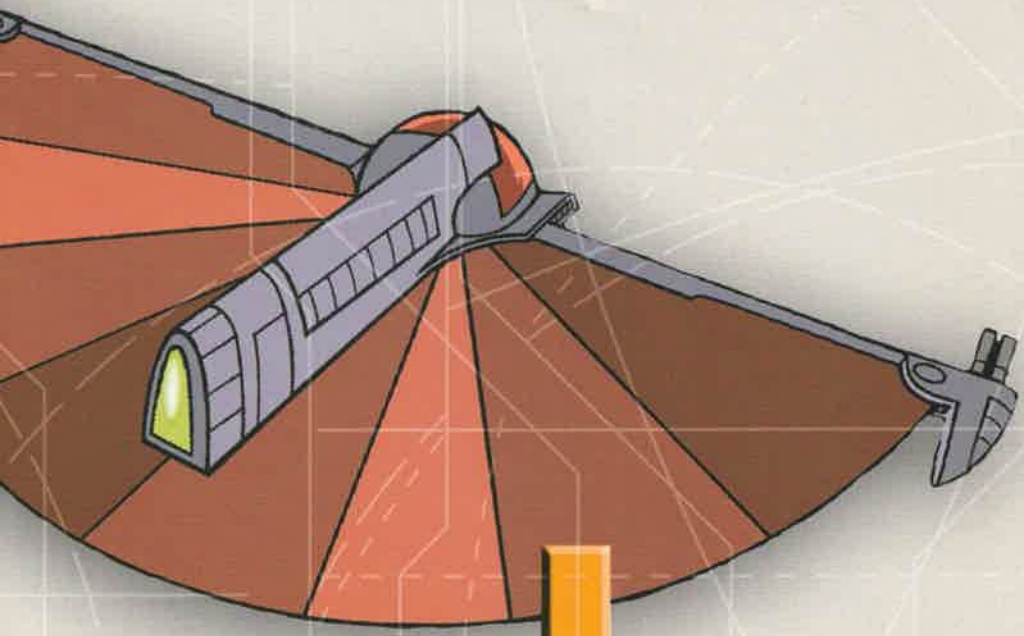
Count Dooku's unusual design created a very effective vessel for Sith agents. When Asajj Ventress engaged the Republic's forces over Muunilinst, her starfighter was not recognised by her enemies. This added to its deadly mystique, and the appearance of a Fanblade fighter craft soon struck the desired fear into the hearts of the enemies of the Sith.

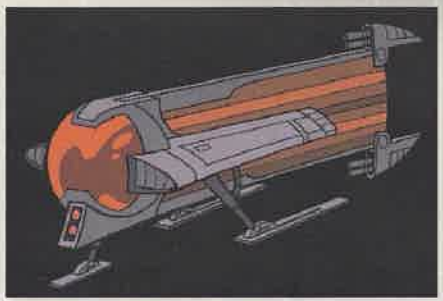
Distinctive And Deadly

When in cruising mode, entering hyperspace, or when landing, the Ginivex-class vessel presented a similarly narrow, thin profile to Dooku's Punworcca sloop. At two-thirds the length and about half the width of Dooku's ship, the Fanblade was able to carry a pilot and optional gunner. Though a long range starfighter with a Class 1.0 hyperdrive, it was not hugely comfortable, though comfort was not a concern for Asajj Ventress. It was fitted with ion bafflers on its sublight engines, making it hard to detect or track.

In combat mode, the Fanblade was a very different ship indeed. The unfurled sail positively crackled with deflector shield energy, making up for the dramatically increased combat silhouette. This shielding made the ship very easy to detect, the Ginivex almost screaming its arrival to its enemy. In combat, the ship brought to bear four rapid fire laser cannon mounted in primary and secondary configurations. The secondary cannon were able to swivel and track a target regardless of whether the sail was open or closed.

The Ginivex-class starfighters were incredibly successful. Based at Ventress' headquarters on Rattatak, they were used throughout the Clone Wars. Both Anakin Skywalker and Obi-Wan Kenobi were able to steal ships from Ventress, though this did nothing to dampen the vessels' fearsome reputation.





The Fanblade PROFILE

Homeworld
Geonosis

Type
Starfighter

Manufacturer
Huppla Pasa Tisc Shipwrights' Collective

Weapon
Two double laser cannons

Affiliation
Confederacy of Independent Systems

DARTH MAUL'S SITH SPEEDER

THE *BLOODFIN*

Maul's modified Razalon FC-20 speeder bike had been tuned to optimal performance. Though basic, it had impressive straight line acceleration, reaching its maximum speed of 650 km/h in a matter of seconds. Thanks to Darth Maul's modifications, *Bloodfin* was as stealthy and quiet as it was fast and agile.

DARTH MAUL'S SITH SPEEDER

Type
Speeder Bike

Model
Razalon FC-20

Size
1.65m

Manufacturer
Razalon

Speed
Max 650 km/h

Flight Ceiling
15m

Weapons
None

Affiliation
Sith

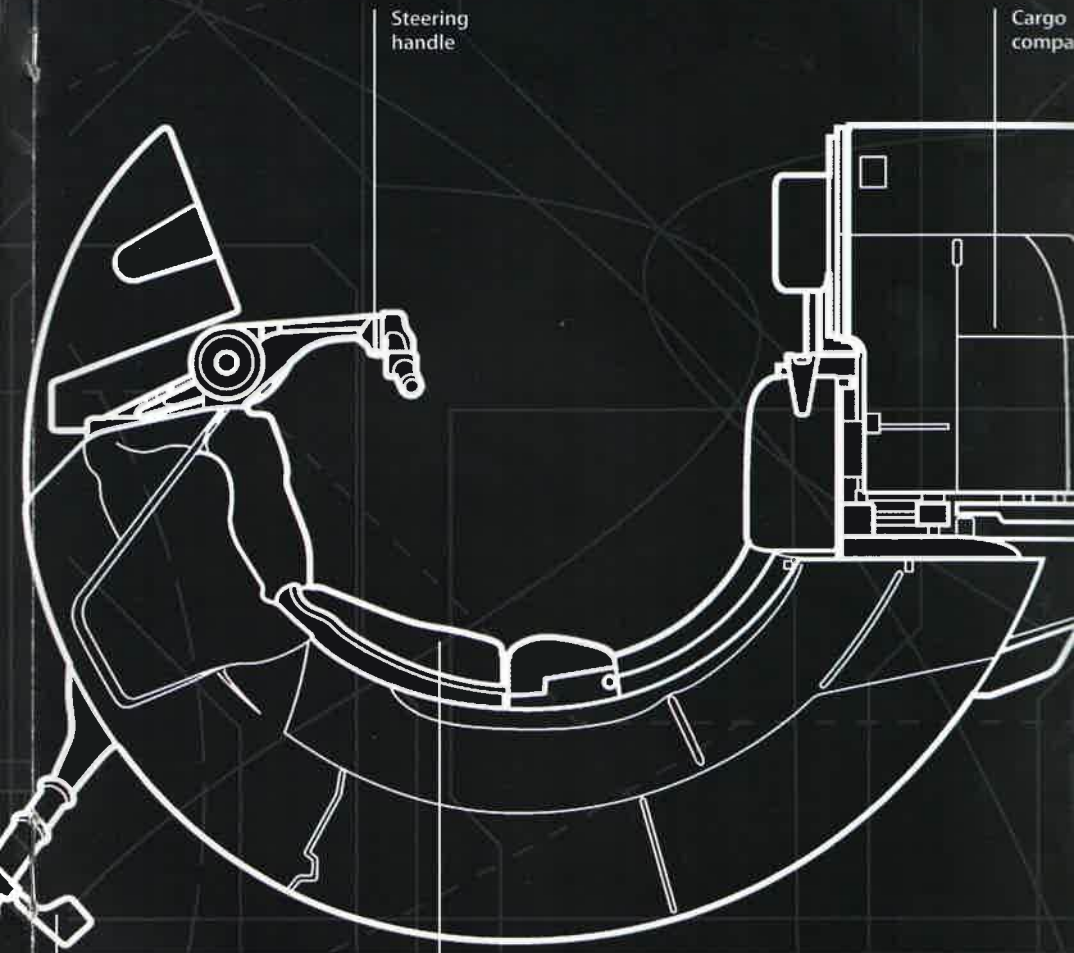
Steering handle

Less is more

Though it could easily have been fitted with such, Darth Maul chose not to add sensors, weapons or shields to his FC-20. Such things were considered a sign of weakness by Sith. His modifications were simple enough – adding an autopilot control system with an eight kilometre range and additional noise baffling to the propulsion system.

Top fin
Steering handle
Accelerator pedal
Brake pedal

The Razalon FC-20 speeder bike had a semi-circular body, wi
it to suit a significant number of different species. The modu
additional components could easily be added, and existing c


Steering handle
Cargo compa
Accelerator pedal
The curved passenger seat gave the FC-20 a low centre of gravity, allowing for tighter, faster cornering.

h a large pilots' seat that allowed
ar nature of the FC-20 meant that
omponents simply modified.

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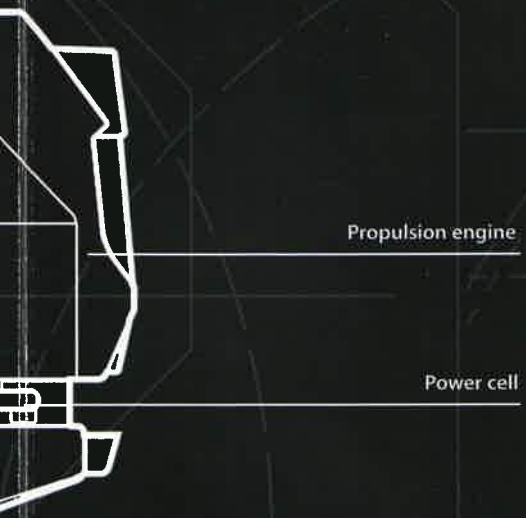


The *Bloodfin*

The *Bloodfin* was named after a semi-aquatic predatory quadruped, dark red with a scarlet head crest, found on Bastion – the capital world of the Imperial Remnant. These vicious creatures could be trained as battle mounts, though they were ill-disciplined at best, and were known for attacking their own riders if they fell off.

DARTH BANE

SITH SAVIOUR

A thousand years before the Battle of Yavin, the Sith Brotherhood of Darkness and the Jedi Army of Light battled across the galaxy in a massively destructive conflict. One man would end the war and save the Sith – Darth Bane.

The future Sith had been born on Apatros to a life of toil and poverty. Called Dessel, the boy was dubbed the 'bane' of his existence by his drunken father. Though physically strong and tall even as a youngster, Dessel was bullied by just about everyone. Dessel was Force sensitive, unknowingly using this ability in fights and to kill his father. Fleeing the law after killing a Republic ensign, Dessel joined the Sith Army, finally coming to the attention of a Dark Lord of the Sith – Lord Kopecz. He was sent for training at the Sith Academy on Korriban and took the name Bane as his own.

To Save The Sith

Despite excelling as a student, studying both with the Academy masters and in the archives, Bane grew frustrated by the infighting and petty politics of the Brotherhood of Darkness. Regularly at odds with the Academy leadership, Bane sought older Sith wisdom, against the instructions of his teachers and fellow students. After a fruitless search of the tombs in the Valley of the Dark Lords, Bane returned to the Academy to find the students who had been raised to be Dark Lords of the Sith were being sent to Ruusan to battle the Army of Light.

Furious, Lord Bane realised that in order to save the Sith, the Brotherhood and all other Sith must be destroyed. He journeyed to Lehon, where he found an ancient Sith holocron. From that, he passed on a ritual for a 'thought bomb' to the leader of the Sith, Lord Kaan. Kaan feared Bane, but saw the potential of the bomb. However, he did not see Bane's trap. In the end, the thought bomb destroyed all the Sith, save Bane, and also killed many of the Jedi.

Believing the Sith destroyed, the Jedi failed to detect Darth Bane. Taking an apprentice, Bane instituted the Rule of Two. There would only ever be one Sith master and one apprentice, working secretly to destroy the Jedi. Under Darth Sidious, Bane's plan would very nearly succeed.

"One Master and one apprentice; one to embody the power, the other to crave it."

PROFILE

Darth Bane

Homeworld

Apatros

Species

Human

Height

1.9 m

Gender

Male

Rule of Two

Part of the Rule of Two was that each Sith apprentice would always overthrow and destroy their master, thus becoming the Sith master themselves. Failure was always fatal. Ultimately, the originator of the Rule of Two obeyed this himself when Darth Bane was succeeded by his apprentice, Darth Zannah.

THEED PALACE

HANGAR & POWER GENERATOR COMPLEX

Near to the Theed Royal Palace, located above the Virdugo Plunge waterfall, the headquarters of the Royal Naboo Security Force sat side-by-side with the Theed Generator Complex. This would become the site of the eventual destruction of the Sith apprentice Darth Maul by two Jedi.

Darth Maul had been charged with ensuring that the Queen of the Naboo was captured and forced to ratify the Trade Federation's control of her world. Although Queen Amidala had two Jedi guardians, Maul knew that destroying them would leave her vulnerable – no one else in her guard could possibly stand against a Sith warrior. Maul chose to wait for the Jedi at the Theed Hangar, reasoning that the Naboo rebels would want to use the fighter craft stored there to deal with the orbiting Trade Federation control ship.

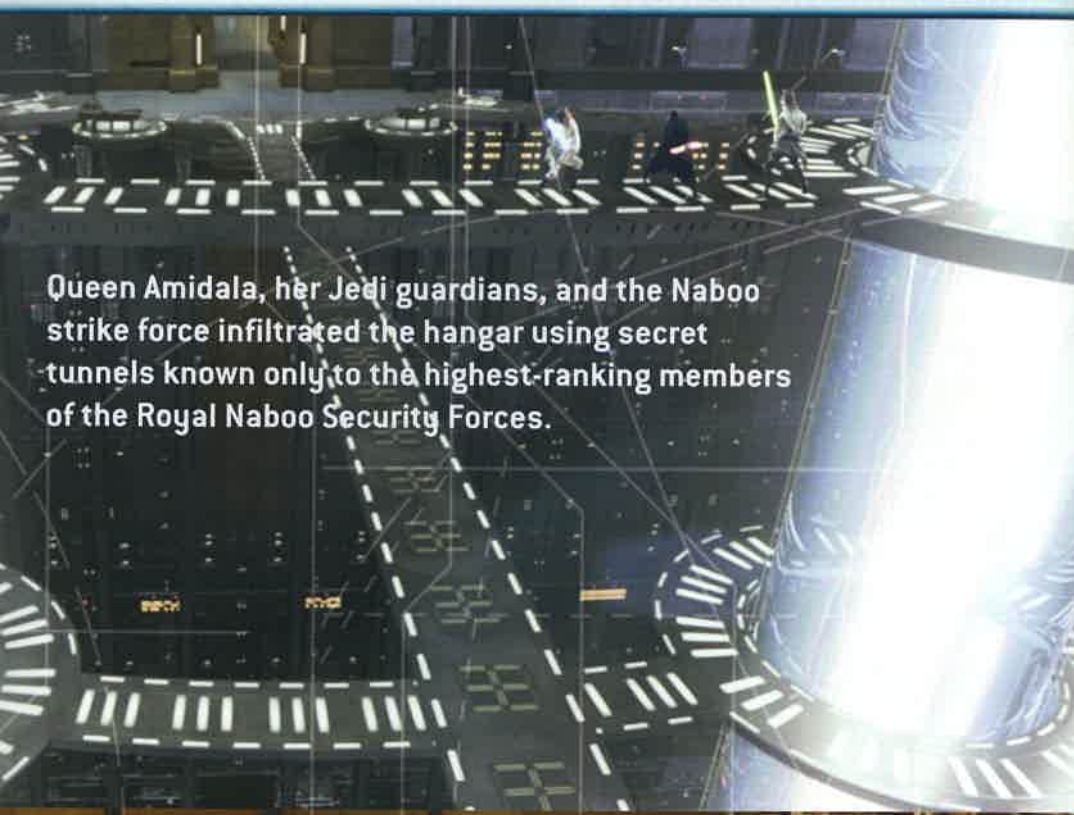
Maul's Plan

The Sith apprentice had briefly battled Jedi Master Qui-Gon Jinn on Tatooine and knew that Jinn would be difficult to deal with in tandem with his Padawan Obi-Wan Kenobi. He had to separate the two and the power generating complex linked to the Theed Hangar offered Maul the best chance to do this.

The main area, where plasma energy from within the planet was drawn up and energised for processing in acceleration tubes, was a complex series of platforms and walkways. Darth Maul knew that if he was not successful in dividing the Jedi there, he could draw them further in.

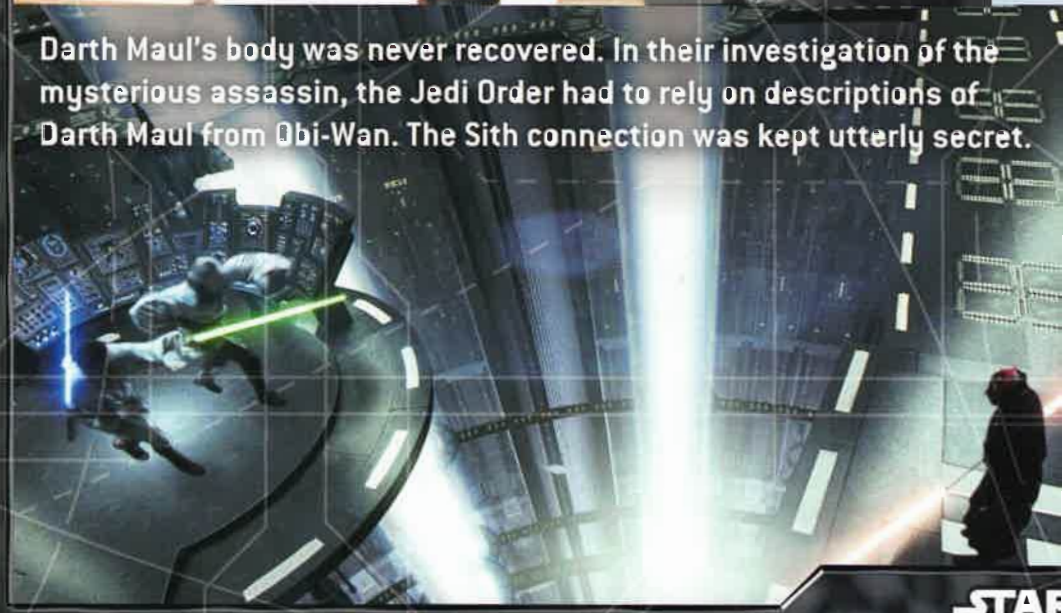
Directly above the primary plasma purification plant was a series of six laser doors, designed to dissipate the explosive energy surges generated by the plasma refining process. Beyond the gates was the incredibly deep generator core, where waste products from the refining process were destroyed by high-energy particle coils. The relatively confined area would favour Maul's fighting style, making it hard for the Jedi to counter him.

Darth Maul succeeded in drawing the Jedi away from Queen Amidala. In the maze of walkways, he managed to separate Obi-Wan from Qui-Gon. The Sith assassin's plan seemed to be going well…



Queen Amidala, her Jedi guardians, and the Naboo strike force infiltrated the hangar using secret tunnels known only to the highest-ranking members of the Royal Naboo Security Forces.

Darth Maul's body was never recovered. In their investigation of the mysterious assassin, the Jedi Order had to rely on descriptions of Darth Maul from Obi-Wan. The Sith connection was kept utterly secret.



Naboo style in engineering

Naboo design always had an eye on the decorative, even in something as practical as a plasma refining and power generating plant. The six laser gates that protected the installation against power surges were a deliberate reference to an ancient Naboo legend in which Chaos is held back by six impenetrable gates.

Fall Of A Sith

Qui-Gon Jinn and Obi-Wan Kenobi seemed to be pushing Darth Maul back, working as a team to keep up a constant flurry of attacks.

However, it was the Sith assassin's plan to allow the Jedi to feel that they were succeeding, even as he led them to their doom.

Maul managed to kick Obi-Wan clean off one of the perilous walkways that connected the scintillating, plasma-filled acceleration tubes. Qui-Gon redoubled his efforts, as his Padawan shook off the fall and tried to get back into the fight. Maul, meanwhile, led Qui-Gon to the laser gates. Though they separated Jedi and Sith, they also prevented the Jedi from regrouping.

The gates lifted briefly – too briefly for Obi-Wan to be able to help his master. Now Maul went on the offensive. In an instant, it was over. Run through the chest, Qui-Gon was mortally wounded. Obi-Wan charged Maul, enraged at the death of Qui-Gon. Though he did well, severing Maul's double-bladed lightsaber, the young Jedi was eventually thrown down the reactor core by a blast of dark side Force energy.

Maul, his own focus gone, delighted in taunting Kenobi as the Jedi clung to a projecting alert beacon. The Sith slashed at the edge of the pit with his lightsaber, throwing up sparks, revelling in his victory. Obi-Wan somehow found the focus to call Qui-Gon's lightsaber to him as he leapt from the pit, tumbling over a confused Maul and slashing out with his master's blade. Cut in two, Maul's life ended in a moment of pain and disbelief and the remains of the Sith tumbled into the reactor core. Obi-Wan was victorious, but the cost had been terrible.

RAY PARK -
ACTION MAN!

Glasgow-born Ray Park exploded onto cinema screens in 1999 as the iconic Darth Maul – quite a change for a man whose previous movie work was as a stunt double in *Mortal Kombat: Annihilation*. Practising Chinese martial arts since the age of seven, Park is a phenomenal talent.

Ray Park had always sought to get into the movie business through his considerable martial arts abilities. Offered a role as a stunt man after being spotted at a martial arts competition, Park's subsequent involvement in *Star Wars* Episode I came from stunt co-ordinator Nick Gillard having heard about Ray's work on *Mortal Kombat*. Initially, Gillard hired Park to help demonstrate fight choreography to George Lucas. However, Park's acrobatic style so impressed Gillard, Lucas and producer Rick McCallum, that Ray was hired to play Darth Maul on the basis of one taped performance.

Putting In The Hours

Park's performance as Maul, his first acting role (though his lines were re-dubbed by actor Peter Serafinowicz), was drawn from his martial arts training and from the early pre-production sketches produced by Iain McCaig and the art department. As well as the punishing filming schedule, working with the stunt crew and with actors Liam Neeson and Ewan McGregor, Park had to endure the two and a half hour make-up sessions each morning to create Darth Maul's fearsome red and black countenance.

Gillard practised the lightsaber fights for many hours with stunt double Andreas Petrides and Ray, with all three having input into the finished fights. Ray's martial arts experience meant he brought unique moves to Darth Maul's double-bladed lightsaber combat style that surprised even the experienced Gillard. As Nick Gillard said, the long hours of practice meant that... "by the time we got to Liam and Ewan, we had run through the choreography at least 500 times ourselves."

Busy, Busy, Busy

After *Star Wars* Episode I, Ray Park worked again with Nick Gillard on

Martial Master

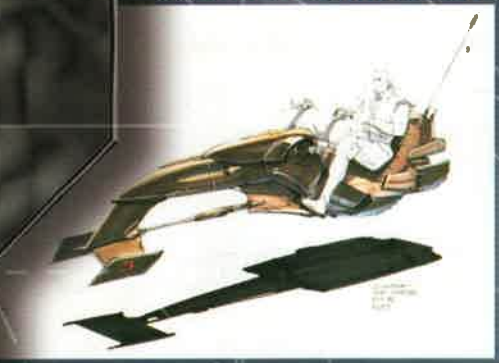
Ray Park fell in love with the martial arts aged only 5, while watching a TV show called *Monkey Magic* – a Chinese and Japanese co-production based on Chinese mythology – and on being introduced to Bruce Lee films by his dad. Park has studied Hapkindo, the Malaysian style Nam Pan Chuan, Chin Woo Kung Fu and lastly Wushu Kung Fu. He was a member of the British Wushu team between 1991 and 1996, winning many honours in competition.

Sleepy Hollow, doubling for Christopher Walken in the fight scenes – though not for the scenes on horseback as, at the time, Park couldn't ride. Ray's first proper speaking part came when he played Toad, one of Magneto's Brotherhood of Mutants, in 2000's *X-Men*. Park even managed to work in a scene where Toad twirls a piece of metal pipe in a style very reminiscent of a certain Sith Lord…

Ray Park will be seen later in 2009 in the movie *G.I. Joe: Rise of Cobra*, where he plays fan favourite Snake-Eyes, the masked ninja master who, alas, never speaks. In 2010, Park will play Rugal Bernstein in the movie adaptation of *King of Fighters*, based on the bestselling SNK series. Park is certainly busy for a guy cut in half by a Jedi…

DARTH MAUL'S SITH SPEEDER *BLOODFIN*

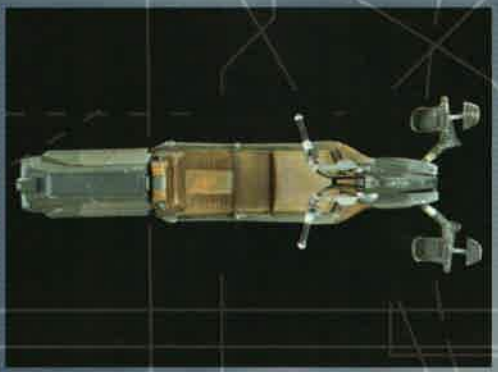
CREATING THE SITH SPEEDER



1 Doug Chiang's 1996 first draft of the speeder more closely resembled the speeder bikes from *Return of the Jedi*.

2 When initial designs were declared too bulky and heavy, Chiang based the design on a sickle echoing the traditional scythe of the Grim Reaper.

5 A front view shows how slim the speeder appears and reveals design elements similar to the battle droids' STAP battle platforms.

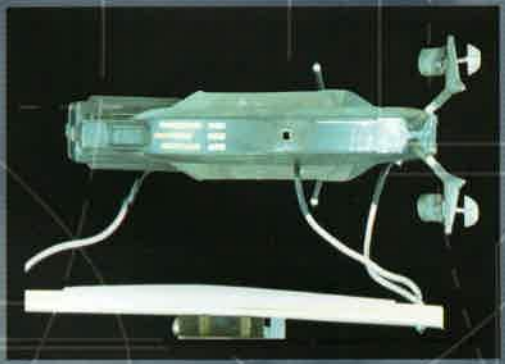


6 A top view of Darth Maul's *Bloodfin*. The speeder had to be modelled from all angles so that it could be animated realistically.

After moving on from designs based on bikes from *Return of the Jedi*, Doug Chiang and George Lucas toyed with bringing in elements of the STAPs flown by Trade Federation battle droids.

3 Side view of a prototype miniature used to develop the design and film the action sequences. The one seen in close-up was computer generated.

4 A simple shape based on the miniature speeder was made to give the actor something to interact with on set. It was painted blue as a basis for CGI.



7 Even the underside of the Razalon FC-20 was modelled in great detail for its brief moment of screen time.

8 The finished sequence was filmed on a cliff edge near Tozeur, Tunisia, overlooking a big butte known locally as 'camel rock'.

DID YOU KNOW?

1 This is one of the many tools at Darth Maul's disposal. What is it?

2 Recognise this white-clad warrior?

3 Ray Park did not provide the voice for Darth Maul – who did?

ANSWERS:

1. This is Maul's wrist link. It allowed him to control his speeder, direct his probe droids, arm traps, set off bombs, and numerous other options.

2. This is an early sketch of Darth Maul by Iain McCaig. Maul's tattoos began as ink blots when McCaig splattered a design he was unhappy with.

3. Though Park spoke the lines on set, Peter Serafinowicz dubbed Maul's voice later.

H

Haako, Rune

Character
Episodes I, II & III

A somewhat frail male Neimoidian, Rune Haako was advisor to Trade Federation Viceroy Nute Gunray at the time of the invasion of Naboo and the growing Separatist crisis. He remained Gunray's advisor for the duration of the Clone Wars, eventually dying alongside the Viceroy on Mustafar at the hands of Darth Vader. From the outset of the Naboo crisis begun by the Trade Federation, when Nute Gunray first allied himself with the mysterious Sith Lord, Darth Sidious, Haako was deeply nervous, pessimistic and suspicious. Despite this, he carried out his duties admirably, organizing (amongst other things) the creation and dispersal of the Trade Federation droid armies.

Halla

Character
Expanded Universe

One of few Force-sensitive beings to escape the Empire's purges, Halla was an old woman by the time she encountered Luke Skywalker and Leia Organa on the planet Mimban. A borderline alcoholic, Halla had spent many years searching the swampy world for the legendary Kaiburr crystal, which could boost a Force-user's powers a thousandfold. Halla worked with Luke and Leia to find the Temple of Pomojema, where the crystal was kept, only to be beaten to it by Darth Vader. With the Sith Lord defeated and the crystal secure, Halla went with Luke and Leia and joined the Rebel Alliance. The Kaiburr crystal lost its power when taken from the temple.

Hapes Consortium

Organisation
Expanded Universe

A grouping of over 63 explored star systems, each with inhabited worlds, set amongst several hundred other stars in a nebula known as the Transitory Mists in the Inner Rim, the Hapes Cluster was ruled by the matriarchal monarchy the Hapes Consortium. Established some 3,000 years before the Battle of Yavin, the first Queen Mother and ruler of the Consortium sealed its borders. Ignored by both Republic and Empire, the Hapes Consortium opened negotiations and became sporadically involved in galactic affairs with the New Republic eight years after Yavin when Prince Isolder of Hapes attempted to woo Leia Organa to cement an alliance between the two powers.

Herdship

Starship
Expanded Universe

The jungles of the Mid Rim world of Ithor were so sacred to the crudely dubbed Ithorian 'Hammerheads' that they built floating repulsorlift cities to ensure that the surface remained unspoiled. Based on those airborne conurbations, the immense 1000m-long Ithorian Herdships provided a home from home when travelling the galaxy. Jungles of plants from Ithor occupied the lower levels, with cities and necessities above. These massive vessels became vital to the Ithorians when their world was destroyed by the Yuuzhan Vong.

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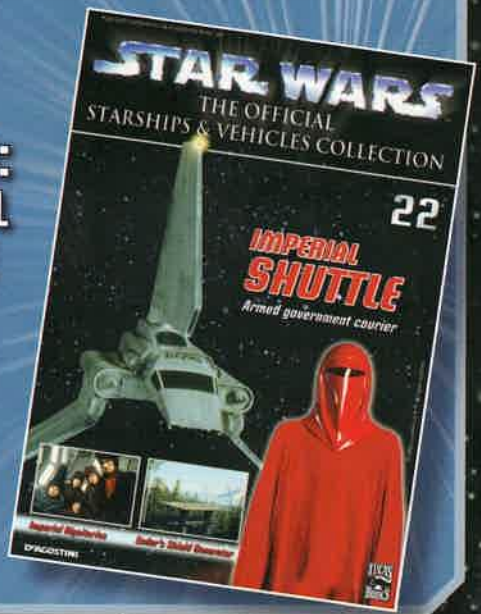

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